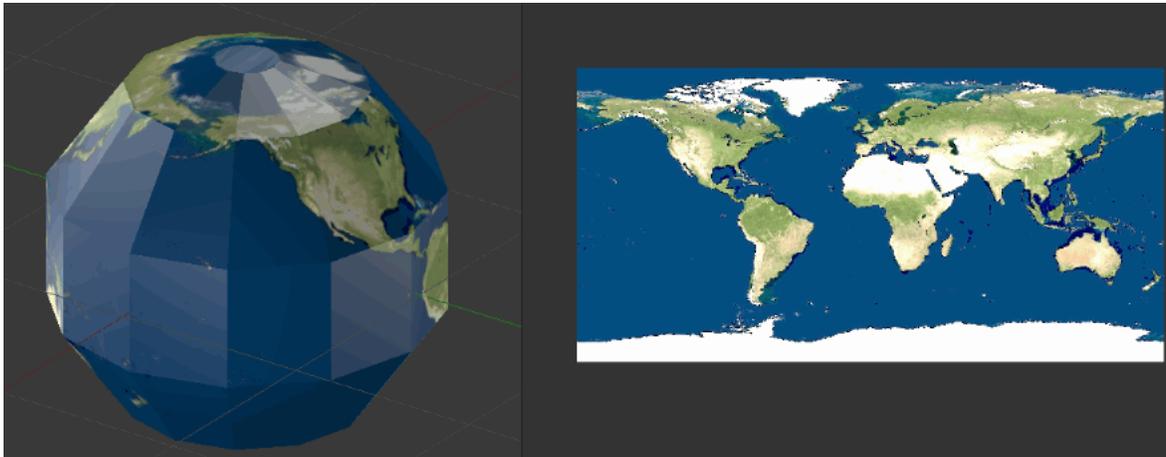


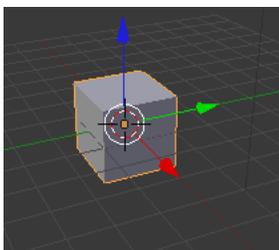
MAKING 3DS GLOBES



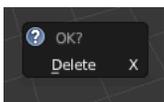
Blender is not the easiest program to find out where all its menus are located. Hopefully the detailed screen captures below give clues as to where something is located. The following are some actions that Blender uses.

Right click	= select
Key s	= scale
Key s and center mouse	= aspect ratio
Key g	= grab
Key r	= rotate
Key x	= delete
Key shift D	= to duplicate
Key command Z	= undo
Key E	= extrude
Key b	= box select
middle mouse	= can orbit view angle
shift middle mouse	= to pan
escape	= to return
shift right click	= two points an edge, four points a face

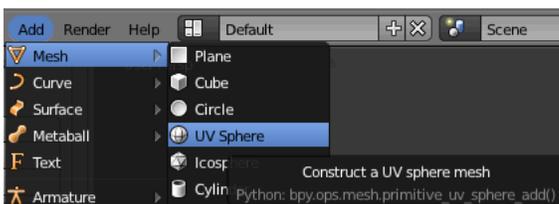
0) Open New File



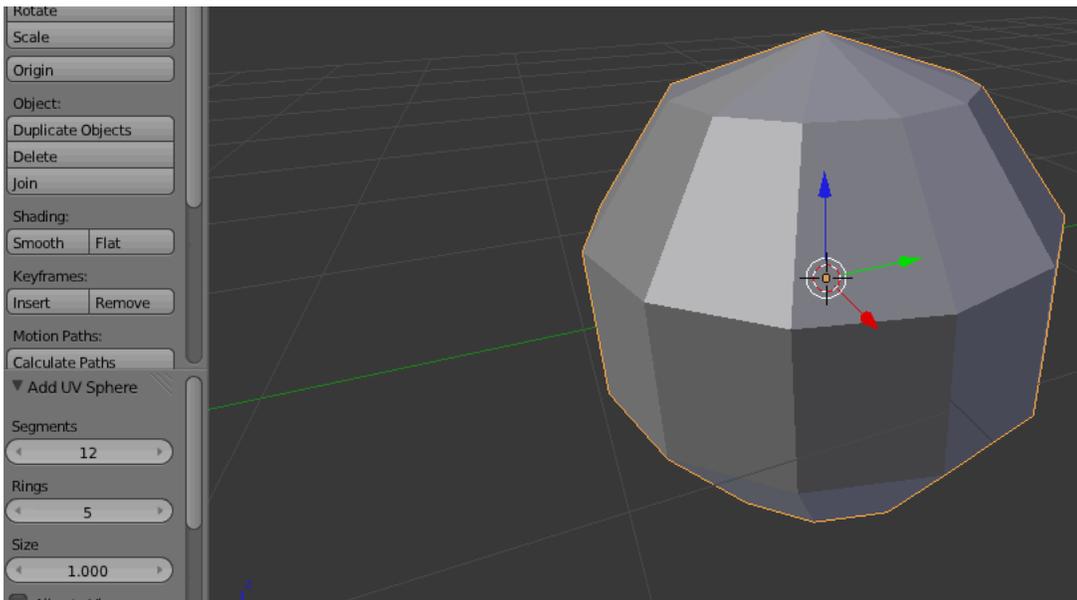
1) left mouse select



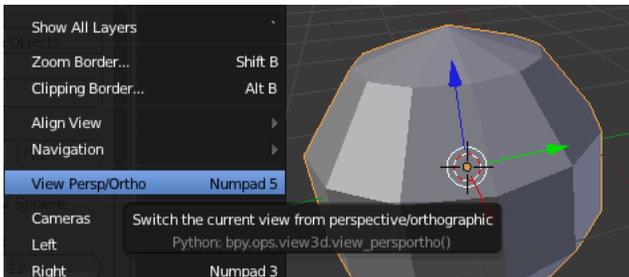
2) X Key delete



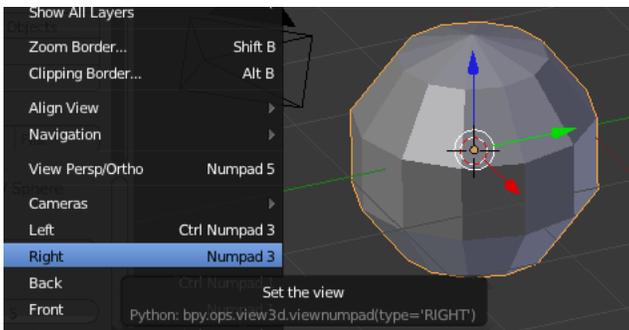
3) Add Sphere



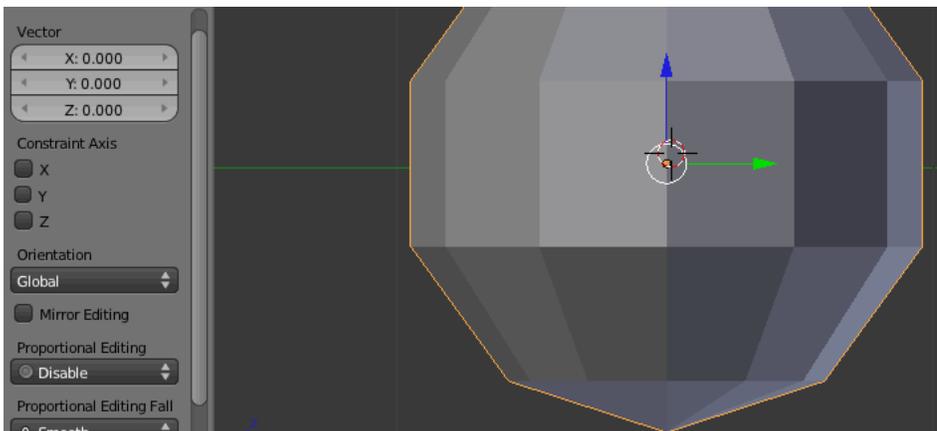
4) Adjust Sphere segments and rings



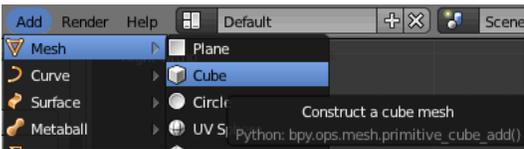
5) View Ortho



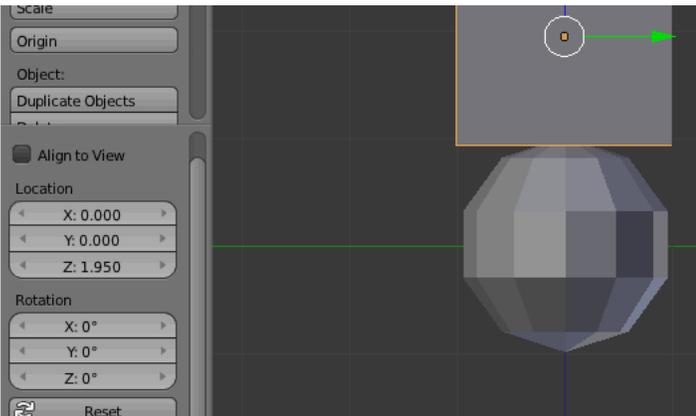
6) View Right side



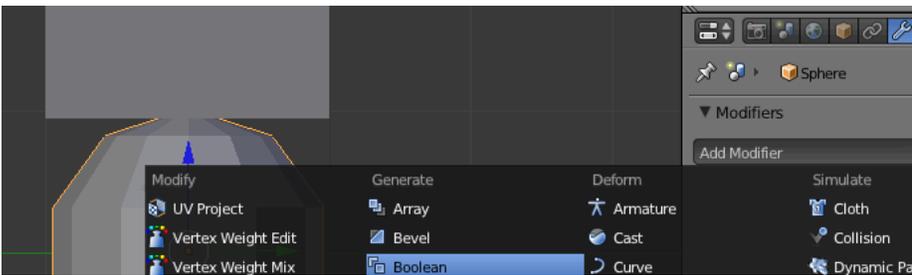
7) Center x y z for sphere at zero



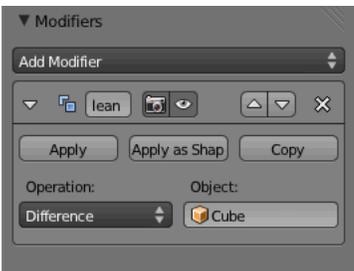
8) Add a Cube to make the pole regions flat for unwrapping.



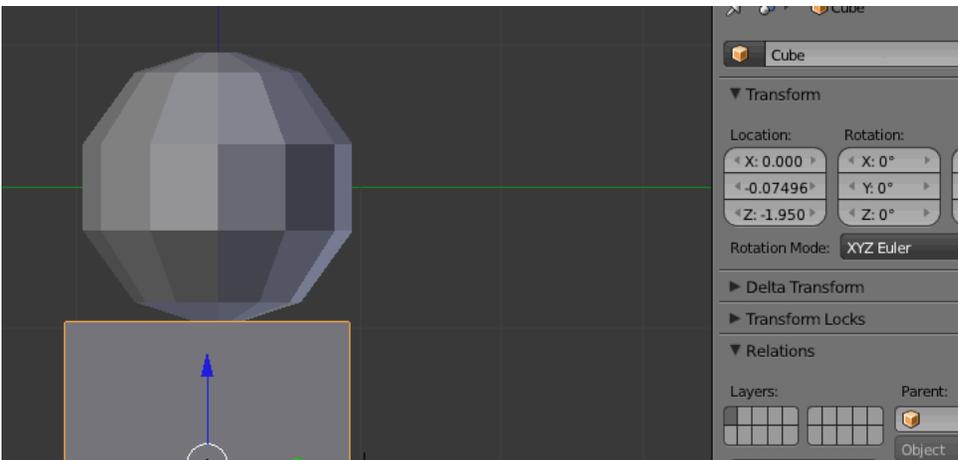
9) set the cube to this location



10) select the sphere, add boolean modify



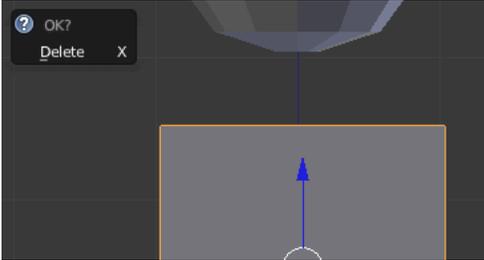
11) Difference, select object to be cube



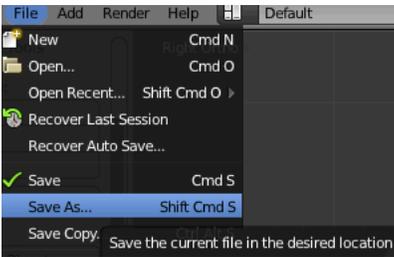
12) set the cube to this location



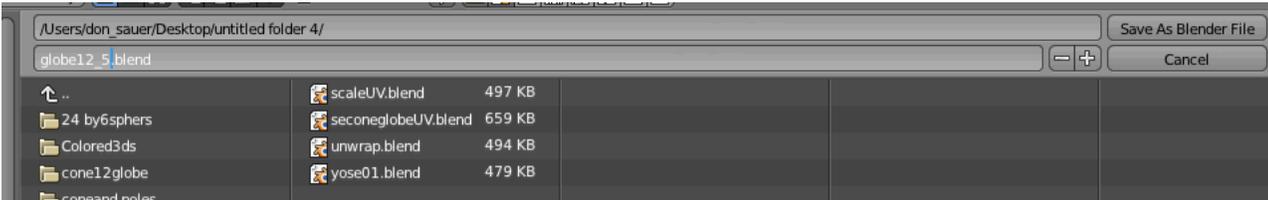
13) Difference, select object to be cube



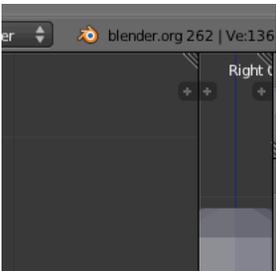
14) move the cube to see where sphere is flat. Remove Cube



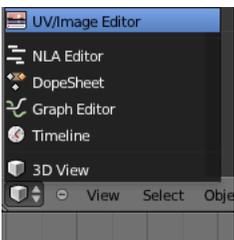
15) Save



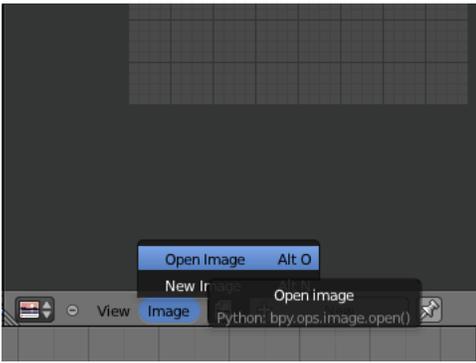
16) Save location



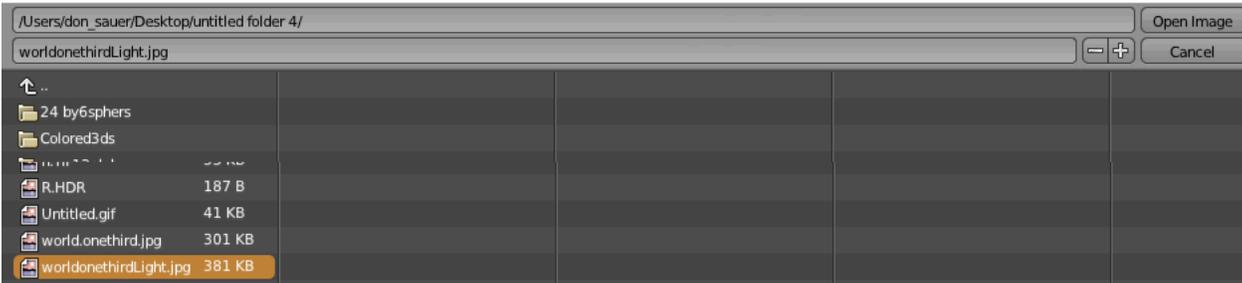
17) Move upper right corner left to create a new window



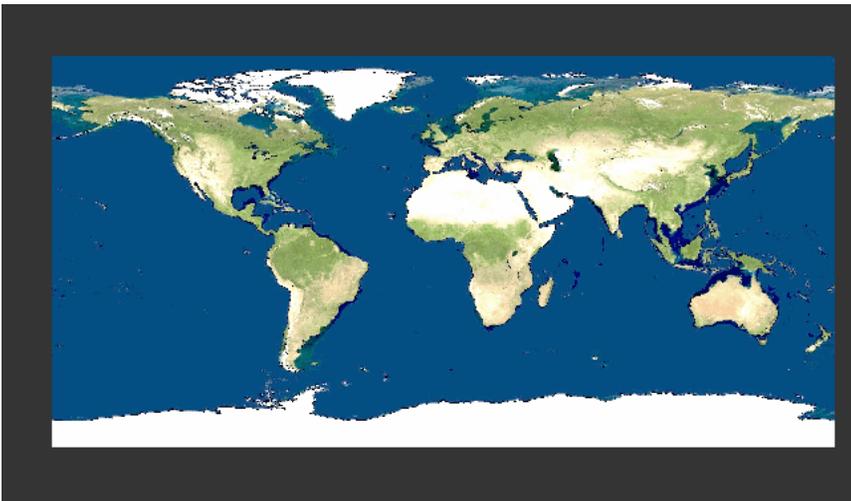
18) In right window, set to UV/Image Editor mode



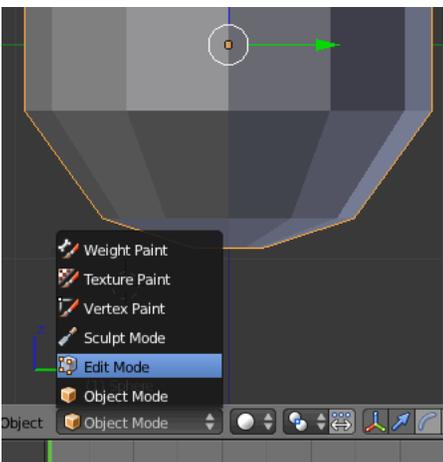
19) Open image select



20) The image came from Nasa. It needs to be reduced in size to lightened.



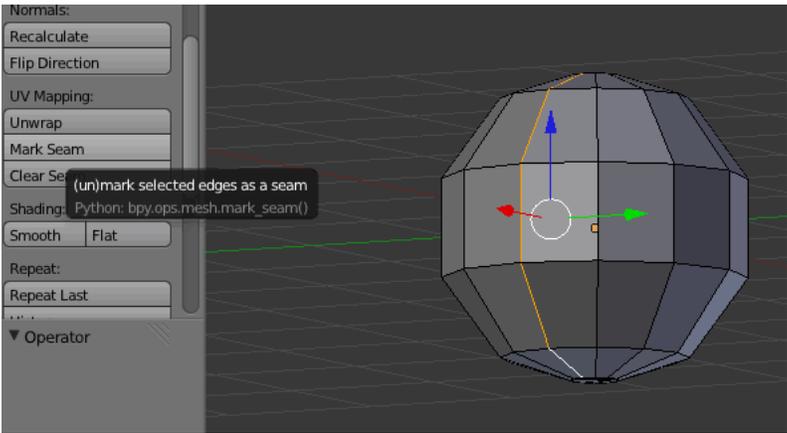
21) the image needs to appear in UV window



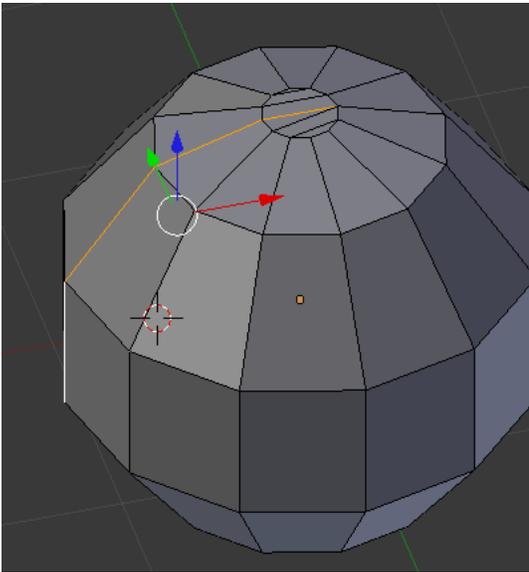
22) select and put sphere in edit mode



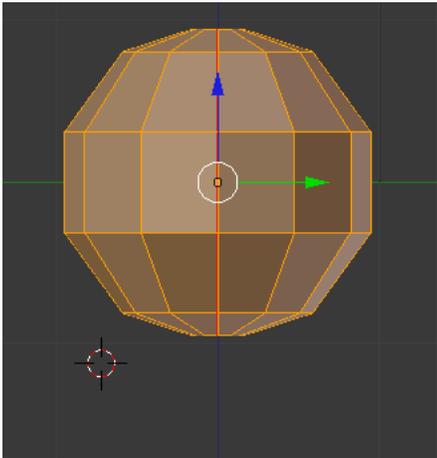
23) put into Edge select mode



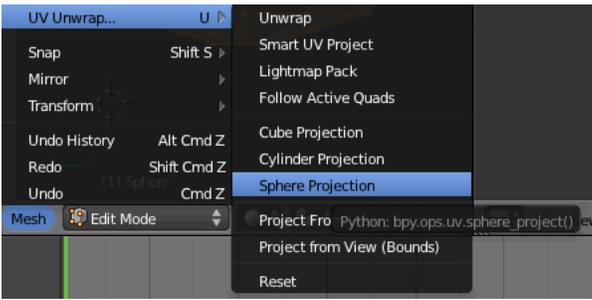
24) Select where to cut and mark this seam



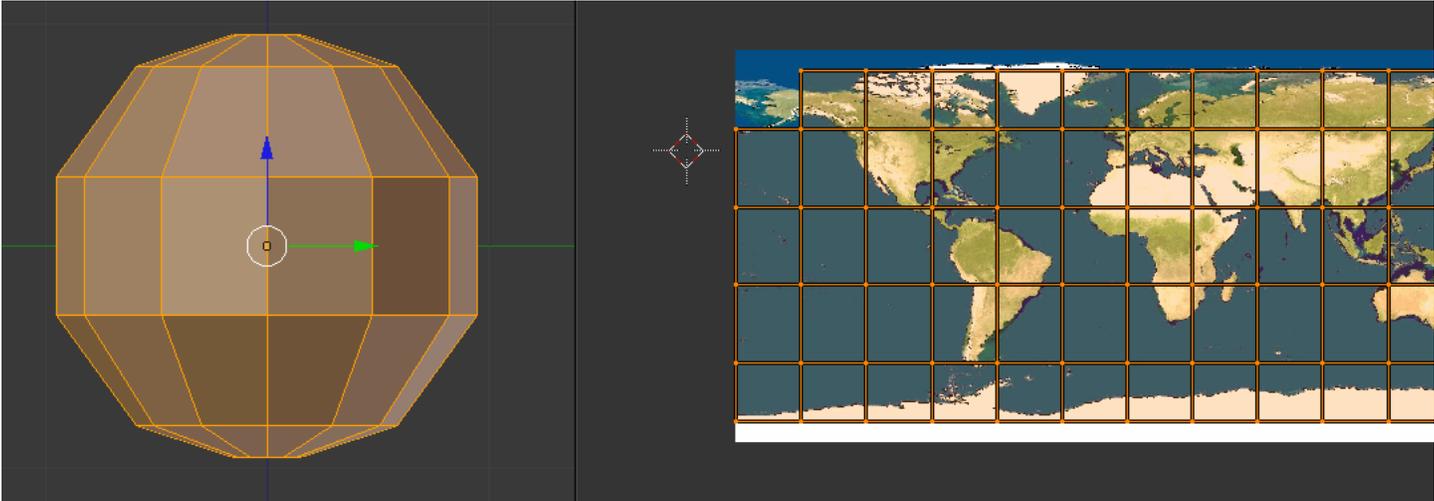
25) the marked this seam is where to start unwrapping



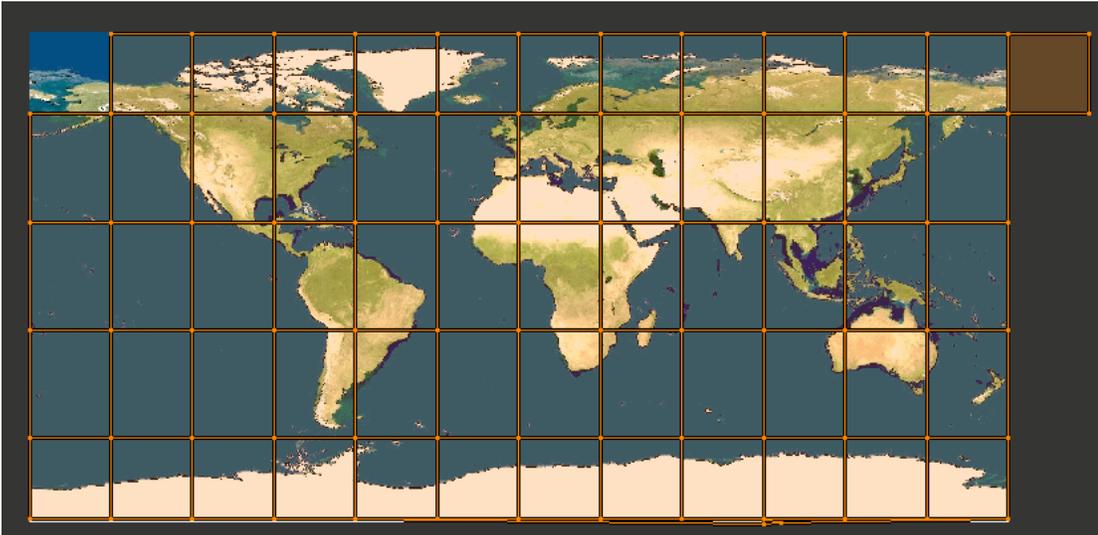
26) view right , hit A to select all



27) Unwrap using Sphere Projection



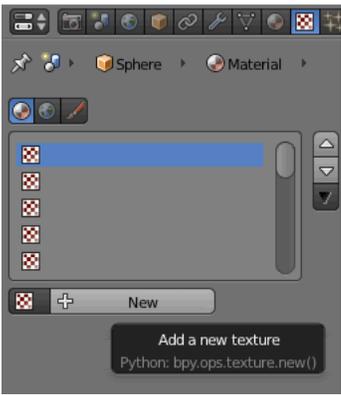
28) Unwrap needs some adjustments left mouse = select



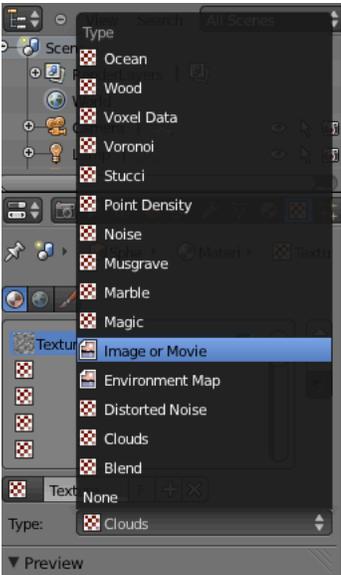
29) Key s and left mouse = left scale Key g and left mouse = move Key s and center mouse = aspect ratio Odd square is still OK



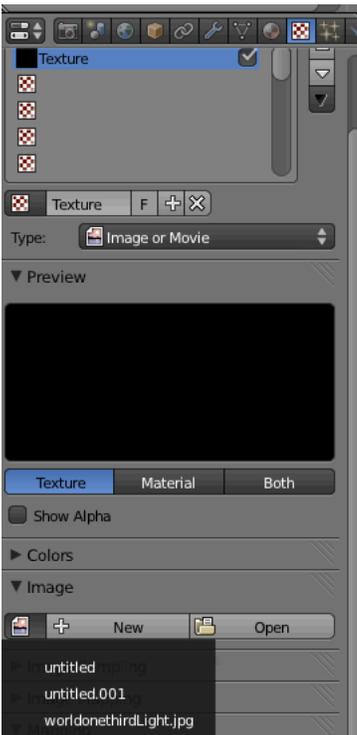
30) Sphere needs a new material



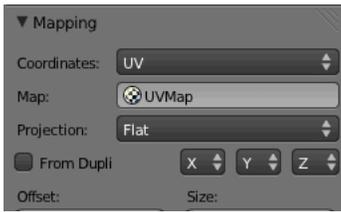
31) Sphere needs a new texture



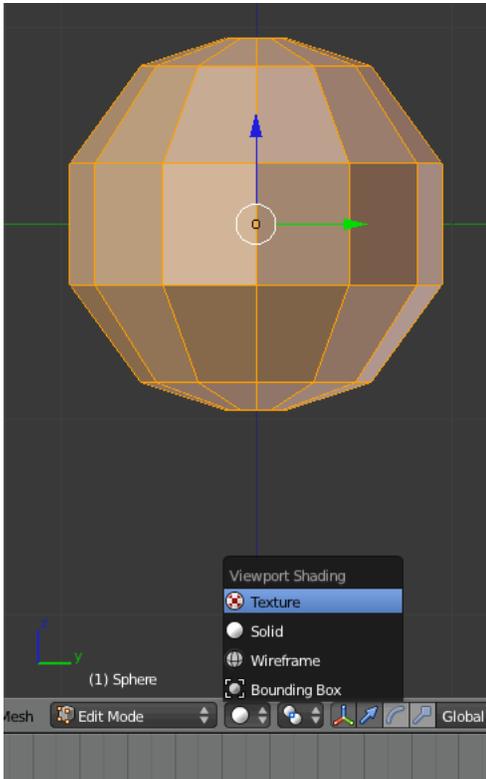
32) use Image or movie for texture



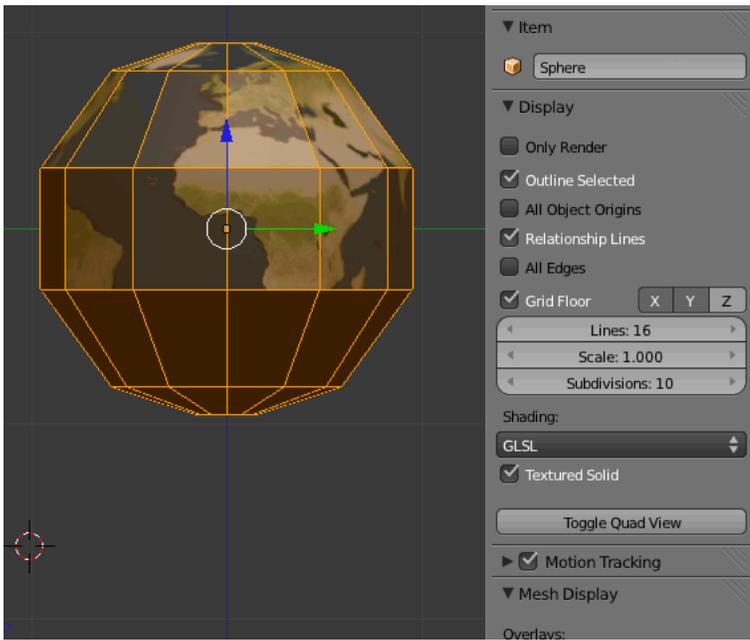
33) Select your Image as the image



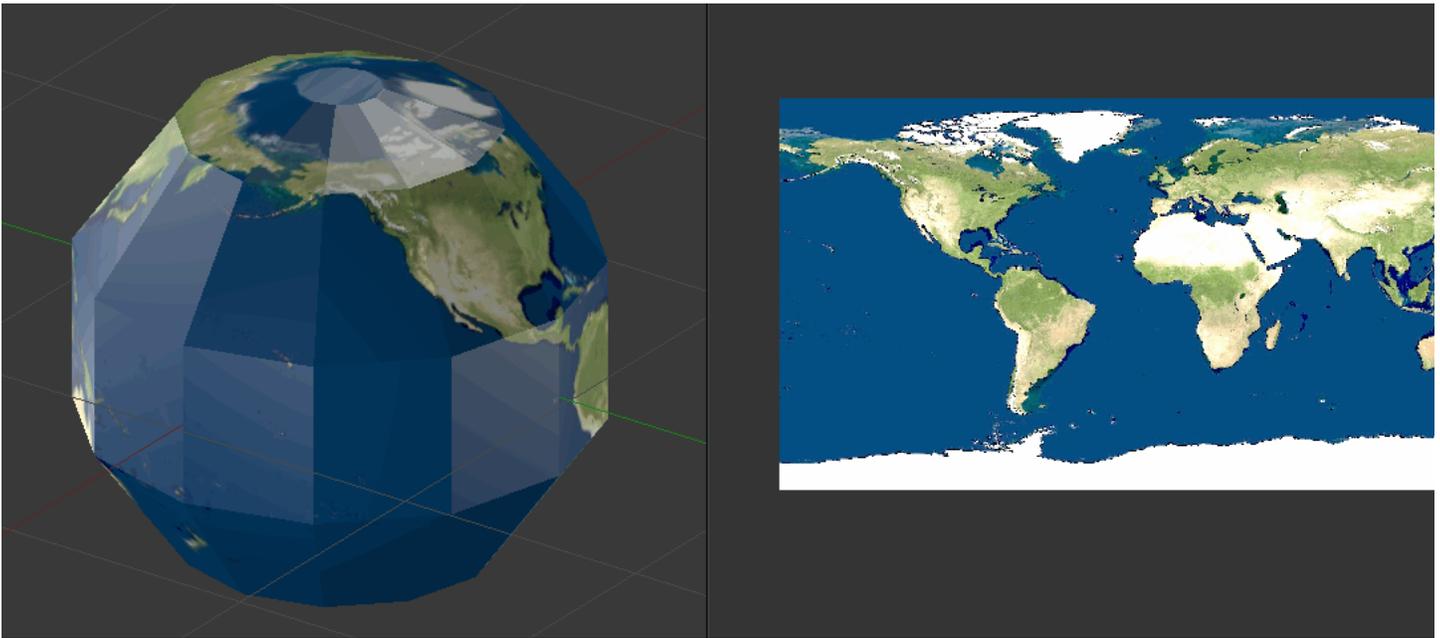
34) Set Mapping as such



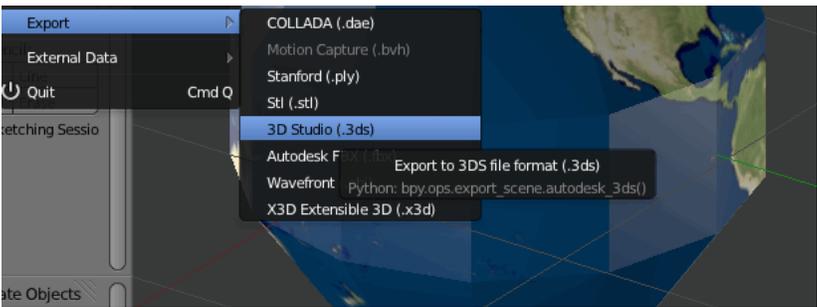
36) Set to Texture



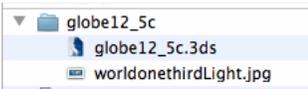
37) Adjust Shading in object widow (look to tab at top right to open)



38) Might need better lighting (more lamps) to view mapping



39) Can Export to 3ds file



40) The 3ds file format is shown above.